

# *Box Seat Baseball II*

## Quick Start Guide

Welcome to Box Seat Baseball II. This version maintains the unique, unsurpassed pitcher-hitter interface from the original version and provides faster, simpler game play. Like anyone with a new game, you want to play. This guide will get you started quickly. In some cases, it will refer you to the full rulebook for more detailed explanations and examples.

To get started, shuffle the fast action cards (FACs) and place them on your playing surface with the range/error check side up and the grid side down, choose two teams, and the home team's park. Then select your starting pitchers and set your lineups. As you get used to the game you can introduce wind and temperature effects, but for your first game or two, just assume great weather with a light breeze.

Each play begins with the roll of three dice. The two six-sided dice are combined, first white then black to give a number from 11-66. Read the 10-sided die (D10) separately; it can indicate a possible error (on a roll of 0E) or may be needed to determine a double play, runner advance, or a homerun. On most plays you will need to turn a flip card to determine whether a hit was made, whether the pitcher was able to block it, who fielded the ball, error checks, and the results of any range play.

Note: hitters' cards have two result columns, one versus left-handed pitchers (L) and one versus right-handed pitchers (R). Pitchers' cards likewise distinguish between right- and left-handed hitters in situations they affect (base hits, homeruns, strikeouts, and walks).

The illustration on the next page shows the interaction of the dice, fast action cards, hitter's card and pitcher's card. There are *no good numbers* for dice rolls. The 66 on Mantle's card is a potential double against the left-handed Score, but if Early Wynn were on the mound, it would be a long fly out, or possibly a scoring position hit (SPH).

There are *no* designated homeruns on Mantle's card, or on any card. Rather there are DF results in both red and blue, followed by a column result or an indication to check the 10-sided die result to determine whether the DF becomes a long fly (LF). These can become homeruns through a quick combination of the park and pitcher's effect on homeruns and a roll of the D10.

In setting up to play, keep the tri-fold chart open so that the game abbreviations and symbols are readily visible. After a few games most will be completely familiar. In this position, the tri-fold also shows the ground ball charts and various other charts related to base running, bunting, hit & run, special situations, and DF results. The home ballpark should also be readily available for checking homerun results, as well as ballpark effects on various kinds of batted balls.

A detailed description of errors and wild play results are on separate charts.

### HERB SCORE

T/ Left [fb] 1956  
Cleveland

P E: 2  
Bats: Left Hit: Card

Games 35 GS: 33 IP: 249  
ERA: 2.53 WL: 20-9 SV's: 0

L1 Ftg: 31 L2 Ftg: 23 SBR: 0 SBF: 0  
Early: C Late: D WP: -3 PO/BK: Fr

Vs LEFTIES: HR: -3  
Vs RIGHTIES: HR: -2

HIT RATING		BB'S RATING		K'S RATING	
Vs L	Vs R	Vs L	Vs R	Vs L	Vs R
-3	BTR/K	LO2		-3	
-2	FP2	K	-2	-2	
-1	K	PU1	-1	-1	
0	NF3	NF2	0	0	
1	K	NF2	1	RG3	RG2
2	LF3	LF2	2	K	RG2
3	SG3	SG2	3	HG3	HG2

### MICKEY MANTLE

B/ Both [fb] 1956  
New York (A)

CF F(Arm): 2(B) E: 18  
BR: A SBR: 0 SBF: -1

Vs LEFT: stats: 176 .375 52 130 Power  
H/R: B Bnt: Pr Hit Range: 68

Vs RIGHT: stats: 357 .342 52 130 Power  
H/R: C Bnt: Pr Hit Range: 77

Vs L	Vs R	Vs L	Vs R	Vs L	Vs R
11	SN1	BB	31	BB(2)*	NF3-SPH
12	K	K(-1)	32	SN1	DFO2
13	BB(-1)	SN3	33	K	RP/+WP
14	BB	RNG-HG4	34	SN1	SN-inf
15	DB1	K	35	BB(3)*	K(0)
16	BB	BB(-1)	36	BB(-2)	SN3
21	DFO1	SN3	41	DFL1	BB(1)*
22	SN1	DFH2	42	BB(0)	BB(-2)
23	K(0)	RG3-SPH	43	BB	BB
24	SN1	BB	44	SN1	BB(3)*
25	SN1	TP1/DB2	45	SN1	SN3
26	BB	DFL2	46	DFO1	SN3
					65
					66
					DB1

90 or -1

	1	2	3	4
HG/RG SG	2B	1B	2B	1B
LF/NF/SF	RF	RF	RF	RF
PU/LO	1B	1B		
FP	C	C		
DF	CF	RF		
SN	RF-aa-1	RF-aa-1	RF-aa-1	
DB	RF-itg-AC	RF-itg-AC	RF-itg-OO	
TP	LF			

Singles Base Advance

Runner 1st	Scoring Position	
Rnr 1st	Rnr 2nd	Rnr 1st
1	3rd (3rd)	C>Hm (Hm) 3rd (3rd)

Hit or Out Range Check

Fielder Makes Play If  
Fld Rating "< 2" (BP # 4)

OF CK

SNG: MP (Z) DBL: < 2 (Z)

Error Check:  
GB: 15 FB: 0 POP: 2 HIT: 0 STL: 6

The roll for Mantle is a 66 with 0E on the D10. The result against Score is a **DB1**. The red result means you flip a FAC and check the number in the upper left-hand corner. Since the 90 is greater than Mantle's hit range of 68 (see the linked red circles), the double stands. (Note: some hitters have a hit range number in parenthesis as well, disregard these for your first few games and then refer to the rule book for explanation). The **1** tells you to check the first column on the DB row to find the location and base advancement. Following the linked green circles you find that Mantle has hit the ball into the gap in right. The "AC" indicates how the runner on first advances for different base situations ("A" for runner on 1<sup>st</sup> only and "C" for scoring position).

Had the number in the upper left-hand corner been less than or equal to 68, you would check the red number or symbol to the right of that number. In this case, the result is a **-1** referring to the -1 row of Score's card under "Vs. R." The PU indicates that Mantle would have popped up and the 1 indicates the column to check on the FAC. Had Mantle failed his hit check he would have got under the pitch and popped up to first. If the row were blank on Score's card, the double result would have stood.

Since the D10 indicated an error, you would check the bottom of the facing FAC card to determine whether there was an error on the play. For the double result, the right fielder's error rating would have to be greater than 0; for the pop up, the first baseman's error rating would have to be greater than 2. Otherwise, an error would occur.

For most plays one roll and one flip will deliver the play result. For groundballs with runners on, range plays, and runner advances on fly outs and doubles, you will need to consult the tri-fold chart. Range plays, errors, and some homerun checks may require a second roll of the D10. Get your lineups ready. It's time to play ball!